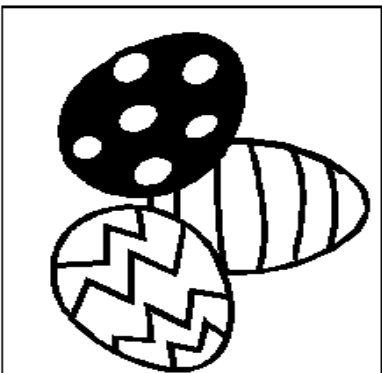
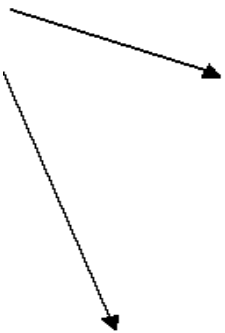


| | | | | | | | | | |
|-----------------------------|--|--------------|--------------------------------|-----------|-----------|----------------------|--------------|-----------------------------|-------------------------------|
| START | $2t + 2$ | S x S | $3b + 2$ | $Dx4 + 2$ | $4T - 4$ | Miss a go | $Bx3 - 2$ | $3A$ | Move back 5 |
| $Bx3 - 2$ | <div> <ul style="list-style-type: none"> Select your Counter. Place at START Roll your die, Advance that many spaces. Wait until your turn. again Roll your die. SUBSTITUTE your roll into the equation where you are. Advance that many spaces. Follow the instruction if necessary. Wait for your turn. <div>Record as shown in table.</div> <div>Winner is the person who passes START 10 times.</div> <div>Record name on board.</div> <div>Then Challenge someone else.</div> </div> | | | | | | | | $3T + 5$ |
| Move back 15 | | | | | | | | | Move forward 5 |
| $2T + 10$ | | | | | | | | | $Dx4 + 4$ |
| $4d + 2$ | | | | | | | | | $Tx2 + 3$ |
| Go to Start | | | | | | | | | Go to START |
| $Tx2 + 3$ | Miss a go | $Dx4 + 6$ | Move forward 10 | $4A$ | $Dx4 - 2$ | $Bx3 + 7$ | s x s | Move back 10 | $3b + 5$ |

| My Roll | My Equation | Result | Tick when passing START |
|---------|------------------------------|--------|-------------------------------|
| 3 | $3b+2 = 3 \times 3 + 2 = 11$ | | |
| | | | |

The Great Algebra Egg Race



The game that I have sent you is one that I have recently used for a year 7 class containing pupils of National Curriculum levels 3 and 4.

You require a single dice and a counter per player to play. I usually allow pupils to play in groups of 2, 3 or 4. I use laminated A3 copies of the game, however paper copies are fine.

Instructions for playing:

Pupils place their counters on start and roll the dice separately. They move onto a square corresponding to the number rolled on the dice. For example, if a pupil rolled a 3, he/she would be on the square with the expression $3b + 2$ on it.

The next time he/she rolls the dice, he/she substitutes the dice number into the expression that they are on. For example if the pupil rolled a 5 this time, he/she would get $3 \times 5 + 2 = 17$ and would move 17 spaces around the board. He/she would now be on the square containing $4A$ and roll the dice in turn substituting the new value into the expression etc, etc.

I usually play 10, 15 or 20 times around the board. Pupils are expected to record their results, that is, dice scores and values substituted into their expressions.